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(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2004/0077401 A1**  
**Schlottmann** (43) **Pub. Date: Apr. 22, 2004**(54) **DISPLAYING PAYLINES ON A GAMING MACHINE**(52) **U.S. Cl. .... 463/20; 463/30**(76) **Inventor: Gregory A. Schlottmann, Reno, NV (US)**(57) **ABSTRACT**

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A gaming apparatus may comprise a display unit, a value input device, and a controller operatively coupled to the display unit and the value input device. The controller may comprise a microprocessor and a memory operatively coupled to the microprocessor. The controller may be configured to allow a person to make a wager, and to generate a graphical three dimensional (3D) representation of a game, the graphical 3D representation including at least one pay-line, the graphical 3D representation comprising graphics primitives in a 3D space. The controller may also be configured to convert a view of the graphical 3D representation into display data for display on the display unit.

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